Partnerships: The School Library + The Public Library

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Online Resources via: https://padlet.com/alissa76adams/kuwvfq4hnlp

Description: Learn how to make connections with the school library in your community. Be better prepared to work with your school district's librarian and teachers. Explore ways to assist students and parents in your community when it comes to preparing students to be college and career ready.

Learning Objectives:
-Public librarians will have some knowledge of the transformational shift happening in secondary education today.
-Public librarians will leave with a basic knowledge of research and inquiry skills for secondary school students.
-Public librarians will leave with a basic knowledge of today's teens and tweens.
-Public librarians will explore ways to work collaboratively and pro-actively with the school librarian and school district.

Suggested Readings/Resources:
For related resources, visit Alissa's Padlet: Lib. Inst. '17 - Partnerships: School Library + Public Library

Brainstorm Activity notes:
For our list of collaborative programming, programming, and partnerships,visit Alissa's Padlet Lib. Inst. '17 Brainstorm

Vocabulary:
1:1 learning - a learning environment that denotes a device associated with each student so that learning can happen anytime and anywhere.

Blended learning - combines classroom, face-to-face learning with online learning, in which students can, in part, control the time, pace, and place of their learning.

Critical thinking - the process of actively and skillfully conceptualizing, applying, analyzing, synthesizing, and evaluating information to reach an answer or conclusion.

Customized learning - model for changing the structure of a school. Starts with two foundational premises: 1. people learn in different ways 2. different timeframes.

Differentiation - a framework for teaching that involves providing different students with varying avenues to learning so that all students within a classroom can learn effectively, regardless of differences in ability, culture, socioeconomic status, language, gender, motivation, & personal interests.

Vocabulary (cont'd):

Digital citizen - a person utilizing information technology in order to engage in society.

Digital immigrant - an individual born before the widespread adoption of digital technology. Also applies to individuals born after the spread of digital technology and who were not exposed to it at an early age.

Digital native - a person born or brought up during the age of digital technology and, therefore, familiar with computers and the Internet from an early age.

Generational gap - the difference of opinions between one generation and another regarding beliefs, politics, or values.

Generations: This is a general, broad list that is often associated with the "western world."

-*Lost Generation* - born between 1883 and 1900, describes those who fought in World War I.

-*G.I. Generation* - aka *The Greatest Generation*, born from around 1901 to 1924, coming of age during the Great Depression, includes the veterans who fought in World War II

-*Silent Generation* - aka *The Lucky Few*, born from approximately 1925 to 1941, those who fought the Korean War and many during the Vietnam War.

-*Baby Boomers* - born from 1946 to 1964 after World War II, high birth rate. Technology adaptors.

-*Generation X* - commonly abbreviated to *Gen X*, born early-to-mid 1960s to late 1970s to early 1980s. Low birth rate. Digital immigrants.

-*Millennials* - also known as *Generation Y*, born early to mid-1980s to early 2000s. Very large birth rate. Adaptive Digital Natives.

-*Generation Z* - aka *The Post-Millennials* or *The Information Generation*, born mid-1990s & early 2000s through ?? (Demographers are still deciding...) First true Digital Natives.

Inquiry-based learning - starts by posing questions, problems or scenario rather than simply presenting established facts or portraying a smooth path to knowledge. Process is often assisted by a facilitator.

Personalized learning - instruction that offers pedagogy, curriculum, and learning environments to meet individual students' needs. Tailored to learning preferences and specific interests of learners.

Tweens - a child nearing puberty (approximately ages 9 to 12)

South Dakota State Library Resources Specific to Tweens & Teens

- [Ebooks on EBSCOHost](#)
- [EBSCOHost](#)
- [EBSCO Explora](#)
- [Gale Virtual Reference Center](#)
- [Learning Express Library](#)
- [Mango Languages](#)
- [ProQuest](#)

- [Research Project Calculator](#)
- [SIRS Discoverer](#)
- [SIRS Issues Researcher](#)
- [State Library Catalog](#)
- [World Book Advanced](#)
- [World Book Discover](#)

SDSL eResources Guide
http://library.sd.gov/LIB/ERD/SDSL-QuickGuide-eresources-2017.pdf

Off Campus Log In Instructions (used by students at home when they aren't directly linked through IP on campus)
http://library.sd.gov/LIB/ERD/SDSL-OffCampus-Login.pdf

School Library Content Standards
http://library.sd.gov/SDSL/publications/DOC/RPT-SDSLSchoolLibContentStandards.pdf

School Library Guidelines
http://library.sd.gov/SDSL/publications/DOC/RPT-SDSLSchoolLibGuidelines.pdf

School Library Data Digest
http://library.sd.gov/SDSL/publications/DOC/RPT-DataDigestSchoolLib2016.pdf

YARP
http://library.sd.gov/LIB/YAS/yarp/index.aspx#.WRDiS2krJpg

Tips for Engagement
-Be aware of busy times of the school year: prom, testing, end of semester/year, college visit time.
-Find a convenient time & location to meet even if it's not at the library.
-Be willing to meet virtually.
-Use the technology that they are using! Text > Email
-Use social media, online programs or apps to engage today's tweens and teens.
      -Social media apps like SnapChat, Twitter, Facebook, Instagram
      -GoodReads - great for online book clubs or finding books for tweens and teens.
      -Canva - easy to use graphic design program for making cool brochures, posters, etc.
- Visit Alissa's Padlet for even more tips: https://padlet.com/alissa76adams/kuwvfq4hnlp